www.dinoduel.com

MANUAL BOOK

DINO DUEL™

WARNING!

Read this manual book only if you have played Dino Duel video game a few times and have at least one character card!

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IMPORTANT!

This manual book only contains guideline for playing Dino Duel card game. It does not contain information about playing Dino Duel video game. To find out more about Dino Duel and how to play Dino Duel video game, visit **www.dinoduel.com**.

Introducing the Game

Dino Duel is a new, exciting combination of video game and collectible card game. It is a game that can be played in two different ways. You can play it in video game or with Dino Duel cards against your friends. Either way, you'll experience the excitement of working together with the most fascinating animals of all time, dinosaurs.

By playing Dino Duel, not only you get the thrill of playing the game but you'll also get the excitement of collecting lots and lots of unique Dino Duel cards. The more collection of Dino Duel cards you have, the more dinosaurs you can use in the game to compete against your opponents.

Dino Duel puts you in a position as dino dueler. You and your dinos have to fight against other dino duelers and their dinos to decide who the best dino dueler is and gain the title of dino master! You'll have one dino fighting with you in each game. You can equip your dino with battle cards to improve their potential.

Materials

To play Dino Duel card game, you need at least one character card and an opponent, of course ☺. You'll also need a coin and something to be used as counters. *You can collect Dino Duel cards by playing Dino Duel video game. So, go to your nearest Dino Duel video game and play the game to collect as many Dino Duel cards as you want. The more you play the more Dino Duel cards you'll collect.*

Things You Need to Know

Before playing the game, you need to know several basic things about the game. These things are basic, but important. After all, you don't want the game to be interrupted just because you forget the basics, do you?

Types of Cards

Character Cards

This type of cards represents your dinos. You start a game with one character card that will be your dino. Take good care of your dinos because you cannot fight against your opponent without a dino. In the cards you'll find some cool information about your dino, such as its statistics, hit points, attack strength, and its strongest move. Learn it and use it to defeat all your opponents. Collect all the character cards so you'll have a complete pack of dinosaurs to use in the duel!

A character card has nine parts as follows:
Name. This part shows the name of the dinosaur.
Rarity Symbol. This symbol shows the rarity of the card.
Genus. It tells you the genus of the dino.
Attack Moves. This shows the attack moves of your dino and its damage points. You attack your opponents by using these attack moves.
Dino Type. This symbol tells you what type the dino is and its main attack.
Statistics. It tells you about the statistics of the dino.
Hit Points. It shows you how much damage a dino can take before it finally lose.
Skills. This tells you the maximum number of battle cards that can be used with the dino.
Flavor Text. It tells you something about the dino and Dino Duel world. This text has no effect on game play.

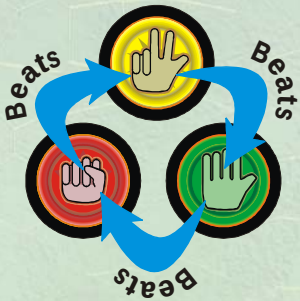
Battle Cards

Battle cards contain special abilities that you can use to improve your dinos' potential and make them more powerful. Each battle card has its own ability and specialty. This is where strategy comes in! A good combination of battle cards implanted in the right dino will make the dino hard to defeat. The more collection of battle cards you have, the more combination you can use in your strategy. Collect all the cards and make your way to become a dino master!

These are parts of a battle card:
Card Type. This shows you the type of the card.
Rarity Symbol. It shows the rarity of the card.
Name. This tells the name of the battle card.
Card's Effect. It tells you the effect caused by the card to your dino and the game play.
Flavor Text. It tells you something about the battle card and Dino Duel world. This text has no effect on game play.

Attack Moves

The battle system in Dino Duel is by dueling using Rock-Paper-Scissor traditional rules. The rules are Rock beats Scissor, Scissor beats Paper, and Paper beats Rock. Usually, these symbols are implied by hand gesture. Rock is ; Paper is ; and Scissor is . In Dino Duel, we call it Attack Moves.



You probably wonder, what's the meaning of those attack moves? Well, Rock Attack is a straight forward attack usually using the dino's body or head. Scissor Attack is a vertical attack using bite or swing of claws. Paper Attack is an attack using tail to attack enemy horizontally. You'll know this when you play the video game.

In this game, when dueling, you can use your hands as the means to describe the attack moves. Or, if you and your friends have enough cards, use the attack move icon on the top corner of the cards. This way you won't feel too traditional, right?

Counters

To play Dino Duel card game, you'll need something to be used as counters to keep track of the game. The most common thing that can be used as counters is coins, any kind of coins. But you can also use marbles, pins, buttons, or whatever you want as counters.

You'll use the counters to mark several conditions in the game, including hit points. Exclusively for marking the hit points, you need to divide the counters into the value of 5 points per counter and 10 points per counter. This way, it'll be easier for you in counting the hit points and damages. Feel free to use the counters for counting, marking, or whatever you want to do as needed for the game.

Object of the Game

By now you should have played the video game several times. The objective of the game is the same, which is defeating your opponent's dino by eliminating its hit points. The first person to defeat the opponent's dino is the winner!

Rules of the Game

Dino Duel has two levels of rules: basic and advanced. For those of you who only have the character cards and those who feel that he/she is a beginner in card games like Dino Duel, start playing the game using the basic rules first. When you get your collection of battle cards and feel comfortable with the basic game, you can advance to the advanced rules.

Basic Rules

This is the rules for those who only have the character card(s) and/or are beginners in card games like Dino Duel. Please read the rules carefully.

Setting up the Game

1. Prepare your character card. Choose your dino that you'll be using in the duel.
2. Put the character card that you'll be using in the duel in front of you, facing up.
3. Prepare some counters for counting or marking in the game.
4. Put some counters with the value equals to the hit points of your dino on top of your character card. (Example: if your dino's hit points is 60, put 6 of 10 HP counters on top of your character card).
5. Prepare for battle.

Let's Play

Once you finish setting up the game, it's time for the fun part. Let's duel!

1. Play the game of Rock-Paper-Scissor with your opponent. This is the way you and your opponent do the duel. Choose an attack move!

   You can do the duel in two ways: using your hands or using the cards. Using hands means you and your opponent use hands as the instrument of dueling to symbolize the attack moves. Using cards means you use the attack move icon on the top corner of the cards to do the duel. This method can only be used when you have enough spare cards beside the cards you use in the duel.

   To do the duel using cards, first you and your opponent each has to prepare three cards that have different attack move icon on the top corner of each card. When you and your opponent are ready, choose an attack move from the cards and place the card in front of you, facing down. When both players have placed the cards, turn them up and see who wins the round.

2. After both players choose an attack move, see who wins and who loses. Just for a reminder, Rock beats Scissor, Scissor beats Paper, and Paper beats Rock.

3. The person who loses the round will have their counters reduced. The amount of counters reduced is the same as the winning attack move strength.

   Example: You attack your oponent with a Scissor Attack that has 20 strength, while your opponent use Paper Attack to attack you. Based on Rock-Paper-Scissor rules, your attack move beats your opponent's. This means you win the round.

As your opponent have lost the round, his/her counters will be reduced by 20 points, the same amount as your Scissor Attack strength.

When a player wins a round using any one of the attack moves, he/she will do damages to the opponent that are equal to the strength of the attack move he/she is using, not the opponent's.

4. The person who wins the round will have the chance to do one Extra Attack.

   To do Extra Attack, flip a coin. On heads, the Extra Attack is successful and does 10 damages. If tails, the Extra Attack fails and cause no damage.

5. When the result of dueling is a draw, then both of the player's dinos suffer 10 damages.

6. The first person to eliminate all the hit points of their opponent is the winner!

Advanced Rules

In these Advanced rules, you'll learn how to play the game using battle cards and combine them with the character cards. To play using these rules, you'll need at least a character card, a battle card, and counters.

Contradicting Rules

Whenever a battle card's effect text contradicts a game rule, the card wins. For example, you only get one chance of doing Extra Attack after hitting your opponent. But, Double Take card says you get two Extra Attacks instead. So, it overrides the game rules.

Setting up the Game

1. Prepare your character card and choose your dino.
2. Put the character card that you'll be using in the duel in front of you, facing up.
3. Prepare your battle card(s). Choose the battle card(s) that you'll be using with the dino.

   Battle cards are useful to improve your dino's abilities so you have more opportunities in winning the duel. The maximum number of battle cards that can be used with a dino is determined by the skill of the dino. When the dino's skill says 3, this means the dino can only use up to three battle cards in a game.

4. Arrange your character card and battle card(s) as follows:

- Make sure you have your character card in front of you, facing up.
- Place your battle card(s) below your character card, facing up. Make sure the card(s) is visible to your opponent. Arrange them from left to right in the order you think will give the best effects on your dino.
- The battle cards' effects work from the leftmost to the rightmost card. So, be careful in arranging the battle cards order!
- After your battle card(s) is set. Take a few minutes to review and count your dino's chance to win the battle using the battle card(s).

Battle cards' effects work from the leftmost to the rightmost card

Note: When it comes to counting, always round down your result to a multiple of 5. This way, it's easier for you in using the counters. Example, if your result is 68, round it down to 65. If your result is 37.5, round it down to 35.

5. Prepare some counters.
6. Put some counters with the value equals to the permanent hit points of your dino on top of your character card.
7. Prepare for battle.

Deactivating the Battle Card

If in some conditions, a battle card becomes unusable, you can deactivate it by turning it sideways. This is the way to know that your battle card is unusable.

Let's Play

1. Play the game of Rock-Paper-Scissor with your opponent. The method of playing is the same as in the Basic rules.
2. After both players choose an attack move, see who wins and who loses.
3. The person who loses the round will have their counters reduced. *(Refer to Let's Play section in Basic rules)*
4. The person who wins the round will have the chance to do Extra Attack.
5. When the result of dueling is a draw, then both of the player's dinos suffer 10 damages.
6. The first person to eliminate all the hit points of their opponent is the winner!

Frequently Asked Questions

Q: How do the battle cards' effects that I have arranged work? Does order really matter?

A: The battle cards' effects work from the leftmost to the rightmost battle cards. For example, you have three battle cards namely, Pack (add 50% of HP), Fruit (Gain 30 HP permanently), and Drink (Gain 10 HP permanently), and a dino with HP of 60. The effect caused by those battle cards to your dino will be different in relation to the cards' order. If your battle cards' order is Pack, Fruit, and Drink. It will result in 60 (dino's HP) + (60 x 50% (Pack)) + 30 (Fruit) + 10 (Drink) = 130 permanent HP for your dino.
If the order is Fruit, Drink, and Pack. The result is 60 (dino's HP) + 30 (Fruit) + 10 (Drink) + (100 x 50% (Pack)) = 150 permanent HP for your dino. So, order does matter.

Q: In what order does my opponent battle card(s) affect the strength of my dino? For example, the Scissor Attack strength of my dino is 40, and I have a battle card that boosts it by 10. Meanwhile, my opponent has a battle card that reduces Scissor Attack strength by 50%. If I win a round using Scissor Attack, should the result end up with 25 (40 + 10 x 50%) or 30 (40 x 50% + 10)?

A: You should always count your own battle cards' effects first, regardless to what your opponent has. After that, your opponent's battle cards' effects are taken into account. This is what we call Timing Rule. So, the answer is 25.

Q: Can we play the game with more than 2 persons?

A: No. At this time, the game can only be played by 2 persons, but that does not mean there won't be any additional rules that allow you to play with more people in the future.

Q: Can we play the game if we only have one card? How many cards are required to play the game?

A: You can still play the card game if your one card is a character card. But, if your one card is a battle card, you can not. You have to have at least one character card to be able to play the card game. On the contrary, in the video game, you can still play the game even if you don't have any character card or only have battle card(s).

Q: If we have a complete set of Dino Duel cards, are we guaranteed to win?

A: No. But, you have higher chances to win the game because you have more cards to choose from. To win the game, it's all depends on your strategy, and a little bit of luck ☺.

Q: Is it OK if I play "family battle" with my opponent such as "Carnivores vs Herbivores"?

A: Yes. You are free to make your own house rules when you play the card game. But in the video game, you are restricted to what there is.

Q: From the entire dino available in the game, which dino is the strongest?

A: There is no actual strongest single dino in this game. Even though some dinos seem to be strong at first, it's all come down to how you use all the cards effectively.

Q: Can all battle cards be used on all dino?

A: Yes. All battle cards can be used on any dinos you have.

Q: Can we get a complete set of Dino Duel cards? If we can, how should we get it?

A: Yes you can. Just play the video game to get the cards and swap them with your friends'.

Q: When will the expansion released? I can't wait!

A: Soon my young padawan... very soon...

Q: Can we play the game online?

A: Not for now. But we won't forget to inform you at the website when the game goes online.

Glossary

Attack Moves
Your attacking moves in the duel. The attack moves in Dino Duel are based on Rock, Paper, and Scissor rules. Rock beats Scissor, Scissor beats Paper, and Paper beats Rock. Rock is ; Paper is ; and Scissor is . Choose one of the attack moves to attack your opponents.

Attack Strength
How much damage an attack move can cause to a dino. Each attack move has strength that is varying from a dino to another.

Battle card
A card type. This type of card can improve your dino's abilities so it has more opportunities in winning a duel.

Dueling
The way you and your opponents do battle in Dino Duel. You can use your hands or cards to do the duel. To duel using the cards, you must have enough spare cards beside the cards you are using in the battle.

Character card
This type of card represents your dino in the duel. You play one character card in each game. This card type can be combined with battle card(s) to improve the abilities of your dino.

Counters
Something you use for counting or marking to keep track of the game. You can use coins, marbles, pins, or whatever you want as counters.

Damages
What will happen to a player's dino when the opponent wins a round. When a dino receives damages, the counters on the character card will be reduced, meaning the dino's hit points is decreasing. The amount of counters reduced is the same as the winning attack move strength. If the dino lose all its hit points, it means that the dino has lost.

Dinosaur
The creatures that fight with you in Dino Duel. Each dino is represented by a character card.

Dinosaur Type
The type of the dinosaur. This also tells the dino's strongest attack move. The symbol of dinosaur type can be seen on the top corner of character cards.

Effect Text
The text on battle cards that says what a battle card can do to a dino and how it affects the game play. Effect text only appears in battle cards.

Extra Attack
An additional attack that can be used by a player when he/she wins a round to give more damages to the opponent. Normally, Extra Attack can only be used once after winning a round.

Flavor Text
This text appears in italic, both in character and battle cards. It usually tells something about the dino and Dino Duel world. Flavor text has no effect on game play, it is only there for fun.

Hit Points
A number that tells how much damages a dino can take before it is finally lose. It appears only on character card.

Skills
A number that tells you how many battle cards can be used with a dino. It appears on character card and is located under the hit points number.

Card Lists

Complete Dino Duel cards list:

1. Pteranodon
2. Quetzalcoatlus
3. Ornithocheirus
4. Allosaurus
5. Eustreptospondylus
6. Oviraptor
7. Scipionyx
8. Tyrannosaurus Rex
9. Velociraptor
10. Variraptor
11. Diplodocus
12. Brachiosaurus
13. Ultrasaurus
14. Struthiomimus
15. Gallimimus
16. Ornithomimus
17. Probactrosaurus
18. Torosaurus
19. Triceratops
20. Pentaceratops
21. Stegosaurus
22. Wuerhosaurus
23. Euplocephalus
24. Ankylosaurus

25. Polacanthus
26. Giant Strength
27. Vine Armor
28. Vicious Rage
29. Tail Slash Combo
30. Head Butt Combo
31. Bite Combo
32. Taunt
33. Headstrong
34. Snap
35. Slash
36. Encourage
37. Pack
38. Coil
39. Double Take
40. Health Training
41. Weight Training
42. Speed Training
43. Drink
44. Fruit
45. Eat

= Ultra Rare, = Rare, = Uncommon, = Common

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